RADICA

CUBE WORLD™

stick people sticking together™

Series 3

76059, 76060, 76061, 76062, 76063, 76064, 76093, 76094, 76095 & 76096

For 1 player / Ages 8 and up

INSTRUCTION MANUAL

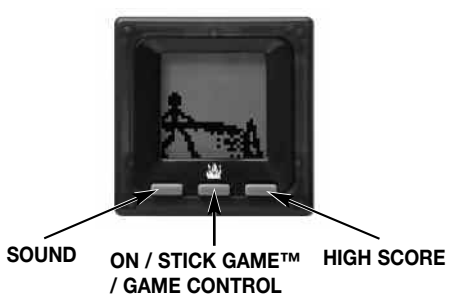
P/N 823A3400 Rev.C

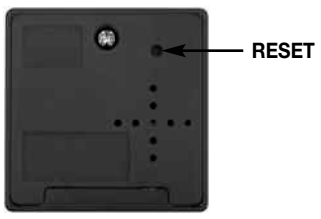
STICK PEOPLE STICKING TOGETHER™

Play with one Cube™ or stick two or more cubes together and they'll interact to build a world! STICK PEOPLE™ will play, pester, and protect each other. As you stack they'll interact and visit one another's cubes. So, collect them all!

IMPORTANT: Cube World™ contains magnets which can cause distortion and color separation when they are near CRT screens. If you notice unusual color variations or distortion on your TV or computer terminal screen when a Cube World is near it, move it away from the screen.

BUTTONS:





SOUND - This button will allow you to turn the sound ON and OFF.

ON / STICK GAME™ / GAME CONTROL – Pressing this button will turn ON the cube. Once the cube is on, pressing this button will start the GAME MODE. Once in GAME MODE, press this button a second time to start the GAME. Once the GAME begins, you CONTROL the actions of the STICK MAN™ by pressing this button.

HIGH SCORE – This button will reveal the STICK GAME'S™ HIGH SCORE.

RESET – Insert a blunt point into the RESET BUTTON to reset the game settings. This button is located on the back of the cube.

FEATURES:
COLLECT ALL FOUR CUBES!

STICK MEN™:

- **Chief –** Policeman
- **Toner –** Corporate Desk Jockey
- **Dash –** Speedy Delivery
- **Sparky –** Fireman

ANIMATIONS – Each cube has over 100 animations!

STICK GAMES™ – Each cube has a unique STICK GAME™.

STICK GAMES™:

Chief – Police Trainer

Toner – Paper Pile-up

Dash – Package Dash

Sparky – Fire Academy

MOTION SENSORS – Play with and pester each STICK MAN™ by shaking or tumbling the cube.

CONNECT – BUILD A WORLD by CONNECTING the cubes with the magnetic sides.

TRANSFER – When a STICK MAN™ moves from its own cube to a CONNECTING cube.

DISSOLVE – If a STICK MAN™ has TRANSFERRED into another cube and the magnetic CONNECTION is broken, all the STICK PEOPLE™ will automatically DISSOLVE and return to their own cubes.

HOW TO PLAY:

CUBE WORLD™ allows you to **PLAY WITH ONE STICK MAN™** or **BUILD A WORLD!**

PLAY WITH ONE:

Press the ON button and a STICK MAN™ will appear. Each STICK PERSON™ has unique animations and will interact with its own unique objects. To interact with the STICK PERSON™, you can use the MOTION SENSORS or play STICK GAMES™.

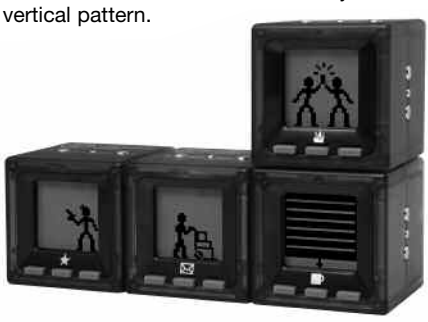
MOTION SENSORS – The interactive MOTION SENSORS will allow you to tumble the STICK PERSON™ around the cube.

STICK GAME™ – Each cube also has a fun STICK GAME™ (CHIEF: Police Trainer, TONER: Desk Jockey, DASH: Package Dash, SPARKY: Fire Academy). To start a game, press the STICK GAME™ button to initiate the GAME MODE. Then press the STICK GAME™ button a second time to start the game. The GAME CONTROL button will allow you to control the movement of each STICK MAN™. At the end of each GAME, your score will be displayed. To see the HIGH SCORE, press the HIGH SCORE button once.

BUILD A WORLD:

To start, press each cube's ON button and the STICK MEN™ will appear. CONNECT each cube by using the magnets that are located on the sides of the cube.

The cubes can be CONNECTED in any horizontal or vertical pattern.



Once CONNECTED, the STICK MEN™ will automatically interact with one another. They may introduce themselves by waving or TRANSFER over to a connected cube.

Hint: CONNECTING all four cubes in a vertical or horizontal row will result in a fun and unique STICK ANIMATION™.

TRANSFER – A STICK MAN™ will automatically TRANSFER out of its own cube. Once this happens, a window blind or covering will lower to show that no one is in that cube.

Notes:

- Maximum capacity for any one cube is four STICK PEOPLE™.

• If a STICK MAN™ has TRANSFERRED into another cube and the magnetic CONNECTION is broken, all the characters will automatically DISSOLVE and return back to their own cubes.

ADDITIONAL TERMS / ACTIONS:

SLEEP MODE – After 4 minutes with no interaction, the STICK MAN™ will automatically display a sleeping animation.

If the cube is not touched for an additional minute, the cube will automatically go into "SLEEP MODE." To turn the cube back on, simply press the ON button and the STICK MAN™ will reappear on the screen ready for action.

INTERACTION – If you purchase multiple cubes in this Series, they will interact with one another and with themselves. For example, Toner will interact with another Toner cube. This cube Series will also interact with other Cube World™ Series cubes.

BATTERY INSTALLATION

This game is powered by one (1) CR2032 battery.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert One (1) CR2032 battery as indicated outside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

IMPORTANT!: If your unit fails to come on after replacing the battery, press the "Reset" button on the back of the Cube.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the battery to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not use rechargeable battery.
- Do not attempt to recharge non-rechargeable battery.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through reusing or recycling such equipment.

The crossed out wheelie-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to reuse or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

6-MONTH LIMITED WARRANTY FOR USA

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 6-month warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6 MONTH PRODUCT WARRANTY FOR UK

(This product warranty is valid in the United Kingdom only)

All products in the ***RADICA®*** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

Distributed in the USA by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510

US PRODUCT SUPPORT
1.800.803.9611
www.radicagames.com

Distributed in the UK by:
RADICA UK Ltd.
The Old Stables, Munns Farm,
Cole Green, Hertfordshire,
SG14 2NL, England

UK HELPLINE SUPPORT
0871 222 8278
Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm - 11pm, Monday to Friday.

DER GRÜNE PUNKT

PLEASE RECYCLE

RADICA:®

CUBE WORLD, STICK PEOPLE STICKING TOGETHER, STICK PEOPLE, STICK MEN, STICK MAN, STICK GAMES, STICK PERSON, STICK ANIMATION AND *CUBES* ARE TRADEMARKS OF RADICA GAMES LTD.
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